

# Lone Wolf Club Newsletters

## Newsletter #25

**Joe Dever** is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

**Brian Williams** is the main illustrator of the later Lone Wolf Club Newsletters.

**Cyril Julien** is the artist responsible for the Lone Wolf graphic novel *The Skull of Agarash*, some artwork of which is reproduced herein.

Fan material included herein such as illustrations, fiction and quizzes are © the respective authors and artists.

### **Contributors** for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Leigh Loveday** – providing scans for missing / damaged pages and scans of other Lone Wolf miscellany.

**Simon Osborne** – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

# LONE WOLF Club

## Newsletter No. 25

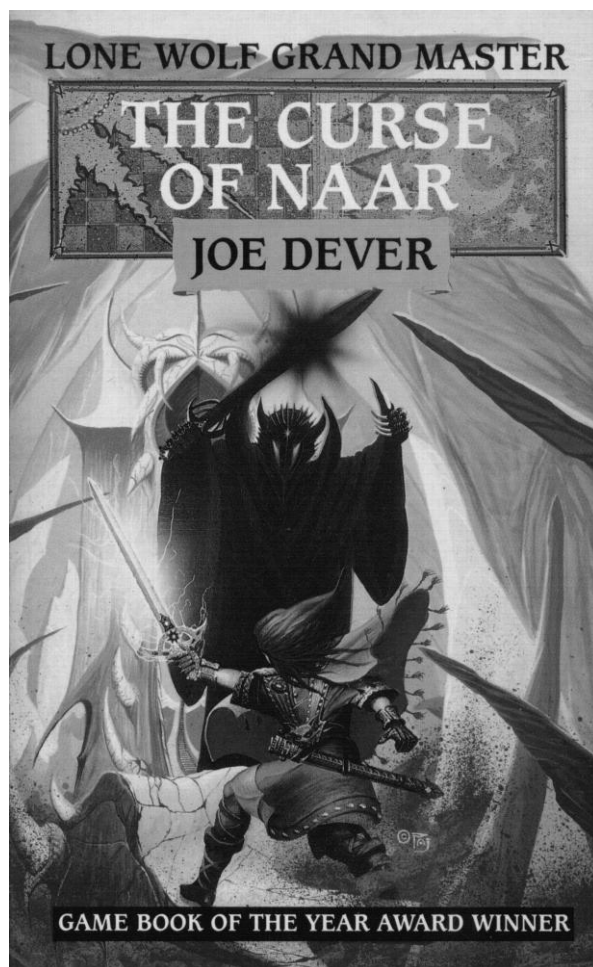
**OUT SOON!**

Publication Date  
October 21<sup>st</sup> '93

The exciting  
conclusion to  
the Lone Wolf  
Grand Master  
series . . .

### The Curse of Naar

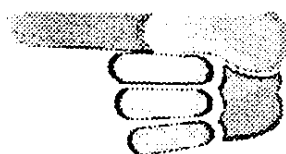
To order your copy, see page 11 for  
details .....



**OUT NOW!**

See Page 4

The second Lone Wolf  
Audiobook—**"The  
Dark Door Opens"**.  
Double cassette pack,  
over 3 hours of superb  
audio adventure, and  
all for only £5.50 /  
\$15.00 inc. VAT &  
postage / airmail!



# THE SKULL OF AGARASH

RIMOAH!!!  
WHO, WITH A MERE  
THOUGHT, COULD  
SQUEEZE THE LIFE  
FROM ALL KHADRO'S  
MURDEROUS SEA-  
DOGS!

IF THIS CUT-  
THROAT KHADRO HAS  
THE POWER TO ENSNARE  
A MAGICIAN AS POWERFUL  
AS RIMOAH THEN TRULY  
THE LASTLANDS ARE  
IN PERIL!

MAY KAI  
AND ISHIR  
PRESERVE  
US!!

GRAND  
MASTER, WE BELIEVE  
KHADRO HOLDS LORD  
RIMOAH PRISONER IN  
THE LAKURI ISLES. HE  
MAY DEMAND A RAN-  
SOM FOR RIMOAH'S  
RELEASE...

...OR ELSE,  
KILL HIM. WE  
HAVE HEARD  
NOTHING...

KILL  
HIM!? NAY -  
THIS CANNOT BE!  
LORDS, MY HELP  
IS PLEDGED.

BY THE WILL  
OF THE GODS KAI  
AND ISHIR - I VOW THAT I  
SHALL SET FREE OUR BRAVE  
FRIEND AND EXTINGUISH  
KHADRO'S DARK POWER  
FOREVER!

HA!  
HA!  
HA! HA!



... SO, YOU ARE NOT DEAD YET, OLD MAN, EH?... HA! HA! HA!



WHAT... DO YOU WANT WITH ME...?

YOU HAVE YOUR PURPOSE, MAGICIAN.

EEEEEEACH!!



YOU HAVE GROWN **STRONG**... KHADRO... BUT YOUR STRENGTH IS NOT YOUR OWN... YOU USE THE POWER OF **DARKNESS** ... BY SO DOING, YOU HAVE SEALED YOUR **DOOM**...



**SILENCE, OLD FOOL! IT IS YOU WHO ARE DOOMED.**



... THE EVIL YOU USE WILL **CONSUME** YOU, KHADRO... **MARK** MY WORDS!

**SILENCE, I SAY!**



**HA! HA! HA! STUPID OLD FOOL! THE POWER IS MINE - ALL MINE!**

Full Stereo  
Music  
Score &  
Sound F-X

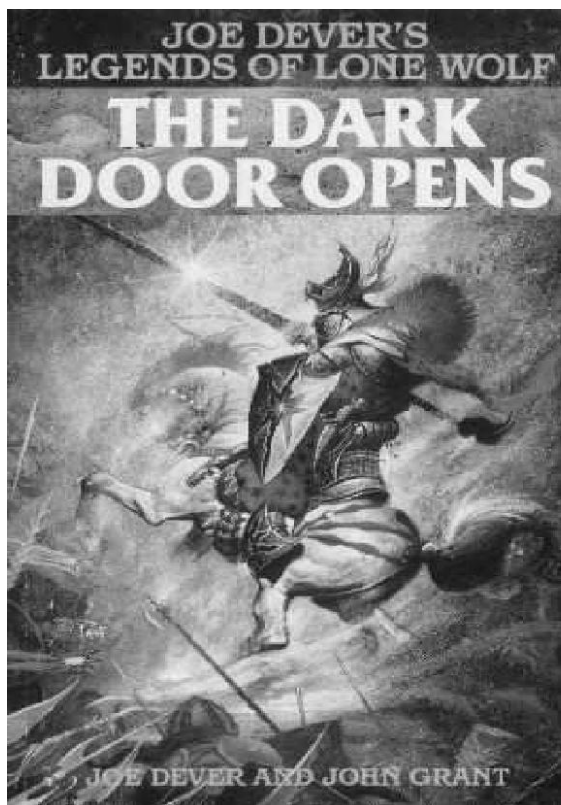
# A LIVING LEGEND IN SOUND!

Digital  
Recording  
Quality

A superb audio production of the Legends of Lone Wolf novel, abridged, composed, produced and performed by author—Joe Dever, and narrated by Edward de Souza.

In a devastating attack by Darklord Zagarna, the Kai Lords have been wiped out. The sole survivor is a young Kai initiate called Silent Wolf. He knows that he must avenge this terrible massacre but his only allies are Banedon—an apprentice magician, and a mysterious being called Alyss.

With the armies of darkness swarming across the border, Silent Wolf begins a desperate journey to warn King Ulnar of the impending doom. He must succeed for he is now the last of the Kai—he is now **Lone Wolf**.



"The Dark Door Opens"—a Senator Audio production. Double cassette pack 3+ hours duration. Digital mastering. Dolby stereo.

London-born **Joe Dever** worked as a professional musician in the recording industry in both Europe and the USA before he began his writing career in the early 1980s. For the Lone Wolf Audiobook series Joe has combined his extensive musical and writing talents to bring to life a whole new world of high adventure.

**Edward de Souza** is an acclaimed Royal National Theatre actor whose work includes many West End productions, film and TV. He is perhaps best known for his velvet-voiced narration of the BBC Radio 4 Man in Black horror / mystery series.

## DIRECT MAIL ORDER

Please send me \_\_\_ copies of 'The Dark Door Opens'. I enclose my cheque / Postal Order(s) to the value of \_\_\_\_\_ in full pre-payment.

Name.....

Address.....

.....

..... Zip / Post code .....

## IMPORTANT PAYMENT DETAILS:

UK £ Cheques & postal orders should be made payable to: **Senator Publications**

US \$ Checks & money orders should be made payable to: **Joe Dever**

Send your order to: **Senator Publications, P0 Box 2153, Brentwood, Essex, CM15 0AB (UK)**.  
Please allow 21 days for delivery.

Double-play cassette pack  
to UK / USA addresses—

**ONLY**  
**£5.50 (inc. P&P)**  
**\$15 (inc. Air Mail**  
**to US)**

# NEWS FROM THE MONASTERY

Welcome to the 'new look' Club Newsletter which is the result of us using one of these...

plus some of these...



and also one of these...



(which cost a

fair few of these!) ...



Firstly, we'd like to thank Craig Oxbrow and Leigh Loveday for sending us, respectively, the short story and satirical solo which feature in this issue. Warning! We shall be inflicting some more of Leigh's enigmatic humour upon you in future newsletters (unless, that is, we are prevented from doing so by Amnesty International or the Court of Human Rights!).

*If you'd like to see some of your own work featured in the Club Newsletter then please submit it to the Club Secretary (usual address) for consideration.*

As mentioned in last issue's newpage, Joe Dever will be attending the Coventry City Libraries Teenage Bookfair where he will be conducting a role-playing workshop and discussing his future Lone Wolf projects. Please note that the date of Joe's appearance has been changed to **Wednesday 20<sup>th</sup> October**. He will be hosting two sessions, one at 11am and the other at 2pm. For admission details please contact Mr Colin Scott (Assistant City Librarian) by phone on 0203-832457.

Look out for the November issue of RPI (Role-Player Independent) magazine which will contain a free copy of "Ragadorn Alehouse Brawl"—a role-playing board game designed by Joe Dever which first appeared in the *Magnamund Companion* way back in 1986. Also featured is a 'Lone Wolf 20—Curse of Naar' competition, plus some of Peter Jones' colour artwork. RPI is available from most

high street newsagents or you can get a copy by mail order (price £1.75 + p&p) by contacting their sales department on (UK) 0905-420760.

The Lone Wolf Club Secretary is presently considering the introduction of a range of Lone Wolf merchandise that would be exclusive to club members only, such as T-shirts, coffee mugs, deluxe *Action Charts*, pencils, stickers, cloth patches and the like. All profits from these items would be used to increase the value of the prizes offered in the competition and to keep the newsletter subscription at its current rate. If you've some item of Lone Wolf merchandise in particular that you'd like to be able to buy then we'd really like to hear from you so that we can form some idea of the items that would be the most popular. Please send us your requests / ideas / 'must have' merchandise lists, preferably on the back of a postcard, to the Club Secretary at the usual address.

All of you who feared that 'The Curse of Naar' was to be the final Lone Wolf adventure will be delighted to learn that Joe Dever has recently completed work on the first of the New Order Lone Wolf Gamebooks (Lone Wolf 21: Voyage of the Moonstone) which is scheduled for publication on June 16<sup>th</sup>, 1994. Also scheduled for release on this date (which is the 10th anniversary of the first UK publication of 'Flight from the Dark') is "The Skull of Agarash"—the first Lone Wolf Graphic Novel. The New Order series contains some exciting new rule options, including the creation of a New Order Kai character, a list of Kai Weapons (forged by Lone Wolf), four new Grand Master Disciplines (Astrology, Herbmastery, Elementalism, and Bardsmanship), and a Kai Name generation table. Joe has already begun work on the second New Order adventure (entitled "The Buccaneers of Shadaki") and we will be featuring extracts and articles about this exciting development in future issues of the Club Newsletter.



# The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.



Name: PAUL BROOM Age: 17  
Address: England  
Hobbies: Star Trek, Deep Space 9, Quantum Leap, Star Wars, Street Fighter 2, Lone Wolf.  
Would like a pen-pal, male or female, age 13-18 with similar interests. Please send a photo and Kai rank.



Name: DOUGLAS McDONALD  
Age: 13  
Address: USA  
Hobbies: Lone Wolf, reading, writing, drawing, video games.  
Would like a European pen-pal, male or female, preferably with similar interests.



Name: JUSTIN JACOBS  
Age: 15  
Address: USA  
Hobbies: Lone Wolf books, comic books, tennis, reading, role-playing games, books, fantasy.  
Would like a pen-pal from the UK, male or female, age 13 to 16.



Name: ANDREW JOHNSON  
Age: 12  
Address: England  
Hobbies: Lone Wolf, reading, video games, reading Garfield, painting.  
Would like a pen-pal, with similar interests, English-speaking, of approximately same age (12), male or female.



## Kai Konnection Form:

NAME: .....

ADDRESS: .....

..... ZIP / POST CODE ..... AGE .....

YOUR  
HOBBIES / INTERESTS .....

TYPE OF PEN-PAL YOU WOULD LIKE .....

Fill in this form in BLOCK CAPITALS please, and send it to: LONE WOLF CLUB (KK),  
39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).



ROGER ANDREWS STUDIOS  
P.O. Box 2, LLANTWIT  
MAJOR,  
SOUTH GLAMORGAN  
CF6 9NW (UK)

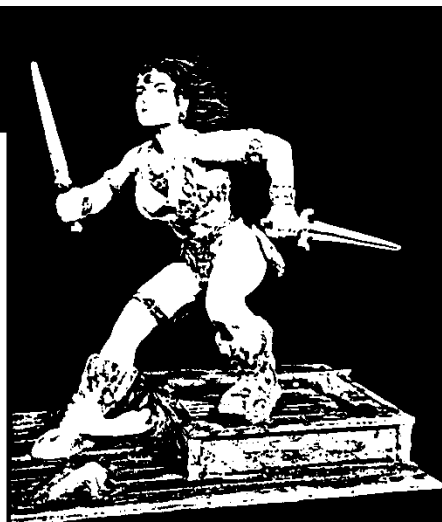
## FINE ART SCULPTURES PRESENTS



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LONE WOLF  
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BO'SUN NOLRIM  
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Please send me the following statuette(s), price inclusive of carriage & airmail (US). I understand that delivery may take up to 28 days and that I can return the figurine(s) within 30 days thereafter for a full refund if I am not satisfied with my purchase. All payments must be made in UK sterling or US \$ only.

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Name..... Telephone.....

Address.....

..... Zip / Post code .....

UK cheques / postal orders should be made payable to: **LONE WOLF SCULPTURES**

US checks & money orders should be made payable to: **JOE DEVER**





# Death on the Walls

by Craig Oxbrow – Kai Grand Master

The year MS 5063.

Cann Tanler leant upon his staff, brooding. The day when his unit was destroyed whilst protecting a caravan to Toran was still vivid in his mind. Had it not been for Nisana, he'd be with them now. The young Kirlundin witch had been on her first journey to Toran, to join the Order of the Brotherhood of the Crystal Star, when the Drakkarim attacked and massacred the caravan. They killed her master and the rest of Cann's Ranger patrol. All things considered, they were lucky to escape alive.

Nisana Tarith leaned against a wall not far from Cann, her dark eyes watching the doors to Baron Medar's council room. Idly she ran her fingers through her long black hair. Her slender, pale-skinned form was a strange match for Cann's lean, weather-beaten body, still in the well-worn green cloak, tattered brown breeches, and grey jacket of a Ranger, while Nisana wore the long skirt and sleeveless bodiced blouse of a wealthy young lady.

They had been summoned to the Baron's hall by messenger, so it had to be something important, mused Cann. Yet they had been kept waiting for over half an hour. Finally, the oak double doors opened and they were ushered in.

Baron Tor Medar, Seneschal of Tyso, looked up from his plan of the city whose representations of the city's high walls were surrounded by markers signifying Dark-lord armies. His face was haggard and pale from worry and lack of sleep, his hair and beard unkempt. He stared at the 22 year-old Ranger and the 20 year-old witch, gazing into their eyes, and said: "Tyso is besieged . . . from within and without. Someone—or something more like—is murdering the watchers on the walls at night. It's never seen, and it kills brutally . . . like some wild animal. I want you to find this thing before the killings allow the Drakkar's assassins to sneak in over the unprotected walls. Can you meet this task?"

He rose to his full great height, his gaze shifting between the two. Cann looked to Nisana, whose head moved almost imperceptibly.

"We can," he replied. The Baron smiled faintly, and told them to see Watch-Captain Hentry.

Cann and Nisana followed the Watch-Captain across the darkened courtyard. Hentry spoke as he marched.

"Whatever it is, this thing's slaughtered eight of my men. It tore their throats out, like a mad wolf with the strength of four men. Must have drunk their blood too, for there was hardly a drop left in their bodies. Oh, and by the way—you're not the only hunters. Jervice is after this thing as well."

The mention of the name 'Jervice' made Cann stiffen. The bounty hunter who answered to that name loathed him and he shared the same feeling about Jervice. He and his men were thieves and scavengers who were quite prepared to bandit themselves if there were too few bandits around to track down. Cann had once saved the mercenary from a force of Drakkarim and, for his trouble, the man had taken his gold to buy himself a horse.

Cann leaned against the great stone wall and surveyed the Drakkarim campfires far below. His breath made clouds in the late winter air as the drizzle stuck his grimy blond hair to his scalp.

They had waited for three hours after circling the walls. It would be light soon. Nisana sat quietly, legs crossed, eyes closed. Suddenly she opened her eyes widely, scrambled to her feet, and dashed towards the East Door of the watchtower. Cann unsheathed his sword, shouted urgently to the watchmen on the floor below, and raced after the beautiful young witch. He halted as he reached a corner where the wall turned inwards.

He could hear fighting up ahead. He turned the corner to see Nisana standing in front of a gruesome sight. Three of Jervice's followers lay on the parapet floor, their throats ripped to crimson shreds. Two more lay sprawled on the ground far below, their limbs clearly broken. The remaining two, and Jervice himself, stood in front of the bodies of their allies, slashing with their swords at a tall, thin figure shrouded in red robes, swinging a long blade of jet black metal. It shrieked: "Kill me!? Eeeyah! You shall colour my robe first!" It struck one of the men and he screamed as he lost his footing and plummeted to the ground below. Jervice, a tall gaunt man with long dark hair, turned and fled towards Cann, pushing roughly past Nisana. Cann had never before seen such abject fear in a man's eyes as he did that moment he looked into Jervice's distraught face. Jervice's last follower was retreating slowly, flailing with his longsword in a desperate rear-guard action. Each strike was batted aside by the red-robed figure's dark sword . . . but one. The blade struck the figure's head, slicing away its hood to reveal a terrible, inhuman face. Scarlet gems gleamed where there should have been eyes set in the sockets of a bleached human skull. The creature's sharply-fanged jaws separated to release a whisper-ing laugh as it strode forwards over the heaped corpses of Jervice's men. The black sword, clutched tightly in bone talons, connected with the man's chest, and he spun around and fell face down. Nisana held out her left hand, fingers weaving arcane shapes in the chill air . . .

Cann recognised the creature. It was a Vordak, one of a species that had been attacking the walls astride the backs of the loathsome flying Kraan. Nisana sang her spell-words, her voice clear and strong. A bolt of thin blue lightning flew from her elegant hand to strike the Vordak's sword clean out of its fleshless claws. The undead horror shrieked, a cry of rage and spite that sent Nisana staggering back, her mind reeling under from a lance of psychic force. The Vordak picked up the last man's sword and charged at the stunned witch, still shrieking hideously. The blade flashed through the cold air . . .

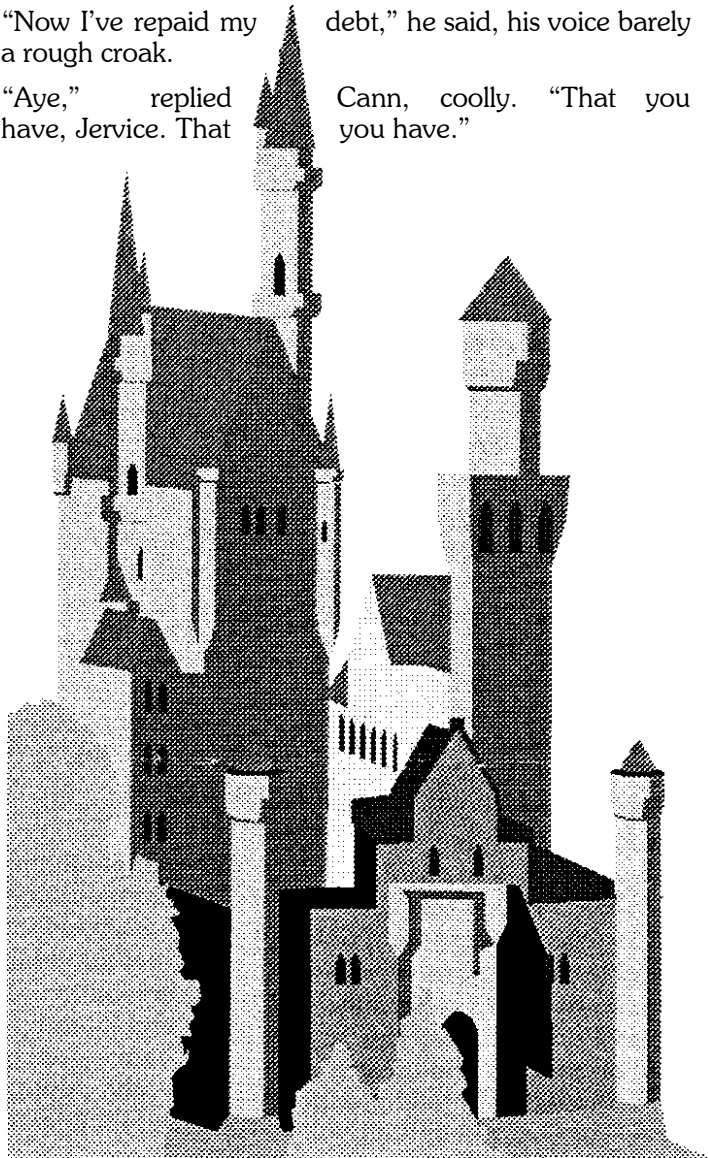
Cann swung his nicked and battered yet still sharp sword, and the Vordak's new blade struck it with a mighty force. The evil blade span it out of the creature's hand. Standing protectively over Nisana, the Ranger swung at the monster again, this time slashing across its chest. It roared and lashed out with its talons, gouging four grooves deep into Cann's shoulder. Cann screamed and his sword fell from his numb and useless hand. The Vordak cackled and closed in as Cann dropped to his knees, eyes forced shut as he bit back his nausea. The Vordak shrieked but its ghastly cry suddenly was cut short. Cann opened his eyes to see the skeletal monster clutching at its throat, its body jerking in a fit as it slumped to its knees. Then it toppled backwards and shattered into a tangle of bones which immediately blackened and crumbled to dust, leaving a dark reddish jewel lying among a crumpled mess of stained red robes. Cann and Nisana got shakily to their feet. Cann picked up his sword from the flagstoned rampart floor, then he reached for the gleaming jewel.

"Don't touch it!" screamed Nisana. "It's a Vordak Gem, Pure evil!" Even as she spoke she was preparing a spell. She raised her hand and a lance of blue lightning burst from her fingertips, destroying the Gem utterly. There was a

sound behind them and they both spun around to look at a gaunt man whose slick black hair hung limply across his leather armour. It was Jervice. With sadness he looked at the remains of his loyal followers and then he stared deeply into Cann's eyes.

"Now I've repaid my debt," he said, his voice barely a rough croak.

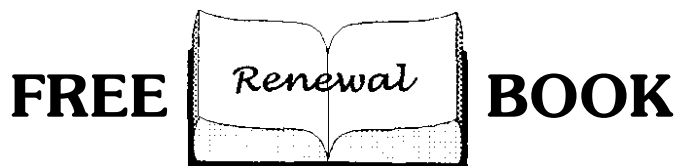
"Aye," replied Cann, coolly. "That you have, Jervice. That you have."



## **SUBSCRIPTION RENEWALS**

### **SPECIAL BOOK OFFER**

All members renewing their membership fees before December 31<sup>st</sup> 1993 will be entitled to a free Joe Dever book, signed by the author. To receive your free book, clip out this coupon and attach it to your membership renewal form together with your payment.



Free books will be allocated at random. We are unable to supply specific titles on request. All free books are subject to availability.

# SOMETHING ELSE WITH "OF DOOM" STUCK ON THE END

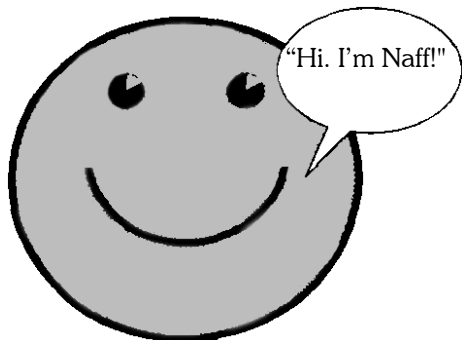
by Leigh Loveday

## START AT 1

**1** Which of these is your personal "... of Doom" preference? Select:  
**Welsh Dresser of Doom—go to 2**  
**Earthenware Buttocks of Doom—go to 3**  
**Afan Argoed Miner's Museum of Doom—go to 4**  
**Three-toed plastic budgerigar of Doom—go to 5**  
**Doom of Doom—go to 6**

**2** Suddenly, and hugely unexpectedly, your Welsh Dresser springs to life as a raging maniac and attempts to make large gaps in your torso with a shard of flowery plate. If you've actually got a Welsh Dresser—go to 7. If you haven't—go to 8.

**11** Unfortunately for you the Welsh Dresser is also an expert Gunslinger and it draws much faster than you. It pumps you full of lead, as they say, yet it is not so much the agony of your wounds that upsets you. It is the disgustingly unfunny pun that I've just used that leaves you squirming horribly and vomiting blue bile and staining your new shirt and making you say things like "Oh, how annoying," and "My, my that's unfortunate!" as you squirm and squirm some more before finally you squirm just a little bit more and then vomit, squirmingly. Fortunately, a neighbour stops by to borrow a wheelbarrow and mercifully he finishes you off with mighty white loaf of bread administered at Mach 4 to the back of your head.



**13** To emerge into . . . the air 400 feet above a busy interstate freeway-type motorway without a parachute or a clean change of underwear. Oops!

**14** To emerge into . . . the front row of a Kris Kross concert. Hahaha haha argh argh ha ha ha. Arf arf. Ha ha ha.

**9** You can't possibly win because you haven't got any Skill or Stamina. If you cheated—go to 16. If you rolled up some scores without being told to—go to 16. If you're a low-down unscrupulous mutt—go to 16. If you have ever looked at the answers in the back of those crossword-type books—go to 16. If you make up words like "QKXZJ-WBCFV" to get grotesque scores in computer Scrabble—go to 16. If you're 16—go to 16. If . . . if . . . if you're human—go to 16. (If not—go to 16.)

**5** No, sorry. I can't be bothered doing this one. Go back to 1 and start again.

**10** At least you're honest. However, you're also dead, so perhaps honesty's not all it's cracked up to be when confronted by a rampaging piece of period furniture. You have paid the ultimate price (er . . . about £1.68 . . . that's about \$2.77 . . . not counting the air mail charge . . . or the price of the envelope . . . or the little blue sticker that says "Air Mail / Par Avion").

**4** It is a bit of a doom-y Place—absolutely screamingly DOOM-Y in fact, and by the time you emerge you have become a twitching, dribbling zombie (of Doom) with an unhealthy knowledge of the average width of an open-cast coal seam and the locations of plentiful barium de-posits in the Grampian region. Out of compassion, a helpful motorist runs over you in his mid-sized compact family saloon.

**8** Use your imagination, will you? God alone knows, I wish I could! Argh . . . go to 7



This geezer's got no feet!

**3** Nothing happens right away, so you go to wait on the doorstep and watch in comatose astonishment as a passer-by stops suddenly, clutches at his posterior, then topples over with a traumatized expression. As he hits the ground there is a sound like breaking pottery. The man's body sags and he shrieks repeatedly before expiring. Vaguely amused by this turn of events, you close the front door and sit down on the sofa to wait for me to come up with a decent ending. Which I don't. Emmm . . . the end.

**16** You're a cheating Giak. Leave the room immediately and—go to bed.

**15** To emerge into . . . section 15 of a rubbishy (i.e. not a Lone Wolf) gamebook written by someone who didn't get his name put on the cover but got two other blokes' names put on the cover. Ha ha ha ha ha.

**6** A twinkling, rippling void, about as convincing as the "portals" in Anglia TV's "Knightmare" (of a) Show, descends upon you as you utter this chilling paradox, and you are sucked through a cold, random funnel of black blackness to emerge . . . (pick a number between 12 and 15 and—go there.)

**12** To emerge into . . . solid rock. Ahahahahahahaaaaa, hahahah hahahaaaa. Ha ha. Sorry.

**7** Yeah, well it's attacking you!  
**WELSH DRESSER OF DOOM**

Skill 10 Stamina 15  
If you win—go to 9  
If you lose—go to 10  
If you draw—go to 11

## LONE WOLF INTERACTIVE GAMEBOOKS

(£3.99 / \$7.00 ea.)

	No. req'd	£Total
LW1: Flight from the Dark	.....	.....
LW2: Fire on the Water	.....	.....
LW3: The Caverns of Kalte	.....	.....
LW4: The Chasm of Doom	.....	.....
LW5: Shadow on the Sand	.....	.....
LW6: The Kingdoms of Terror	.....	.....
LW7: Castle Death	.....	.....
LW8: The Jungle of Horrors	.....	.....
LW9: The Cauldron of Fear	.....	.....
LW10: The Dungeons of Torgar	.....	.....
LW11: The Prisoners of Time	.....	.....
LW12: The Masters of Darkness	.....	.....
LW13: The Plague Lords of Ruel	.....	.....
LW14: The Captives of Kaag	.....	.....
LW15: The Darke Crusade	.....	.....
LW16: The Legacy of Vashna	.....	.....
LW17: The Deathlord of Ixia	.....	.....
LW18: Dawn of the Dragons	.....	.....
LW19: Wolf's Bane	.....	.....
LW20: The Curse of Naar	.....	.....

## LEGENDS OF LONE WOLF—Novels

(£3.99 / £7.00 ea.)

	No. req'd	£Total
LLW1: Eclipse of the Kai	.....	.....
LLW2: The Dark Door Opens	.....	.....
LLW3: The Sword of the Sun	.....	.....
LLW4: Hunting Wolf	.....	.....
LLW5: The Claws of Helgedad	.....	.....
LLW6: The Sacrifice of Ruanon	.....	.....
LLW7: The Birthplace	.....	.....
LLW8: The Book of the Magnakai	.....	.....
LLW9: The Tellings	.....	.....
LLW10: The Lorestone of Varetta	.....	.....

## LONE WOLF AUDIOBOOKS

Twin cassette pack—3 hrs playing time

Stereo music & special effects soundtrack

(£7.99 / \$14.95 ea.)

	No. req'd	£Total
LLWA1: Eclipse of the Kai	.....	.....

## OMNIBUS EDITIONS

Two books in one volume (£5.99 / \$10.50 ea.)

LLWO1: Legends Omnibus (1+2)	.....	.....
LWO1: Gamebook Omnibus (1+2)	.....	.....

Sub-total: £.....

**Total:** £.....



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UK

**ALL BOOKS ORDERED IN THIS  
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AUTHOR—JOE DEVER**

All US orders dispatched by airmail. Please allow 28 days for delivery. No profit is made on postal charges. All carriage charges are at cost. Titles on this list are unabridged UK editions only; gamebooks have colour maps and double card covers.

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## Lone Wolf Club

# COMPETITION

## WOLF'S BANE

This issue's competition is based around events and details which occur in "Wolf's Bane"—the penultimate Grand Master adventure.

All you have to do is answer the following questions correctly (neatly on a separate sheet of paper) then send it, together with your name, address, Kai rank & age, to the club at the address shown below.

All entries must be submitted no later than 1<sup>st</sup> December 1993. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 13<sup>th</sup> December 1993.

**THE PRIZES:** The first correct entry, drawn at random from all those received by the closing date, will win a **HANIMEX IC 2000 35MM MOTOR-DRIVE COMPACT CAMERA** and a reel of KODAK GOLD II ASA100 FILM. This neat camera features a built-in flash, sensor autofocus, motorized load, advance & rewind, and has automatic DX coding for all films rated ASA 100/400. The next three correct entries will each win signed copies of Lone Wolf 20—The Curse of Naar. Good luck!

- 
1. In the summer of MS 5080, Lone Wolf returned home from which country?
  2. What is the name of Guildmaster Banedon's new flying ship?
  3. Who was the third Baron of Tyso?
  4. Name the four main villages and settlements on the road from Holmgard to Tyso?
  5. Name the four New Order Kai who helped Lone Wolf hunt Wolf's Bane?
  6. What is a kakarmi?
  7. With what kind of weapons did Lone Wolf and Wolf's Bane choose to fight their duel?
  8. What is the answer to the numerical problem which appears in section 177 (UK Red Fox edition)?
  9. Name the derelict satellite of Duron on which Wolf's Bane and Lone Wolf fight?
  10. A citizen of Tyso is called a Tysoan. True or false?
  11. How did Lone Wolf gain entry to the cloud-castle?
  12. What is imprisoned within the floor of Naar's inner sanctum?
  13. What rank does Foilan hold?
  14. Who is the Baron of Anskaven?
  15. Name the village furthest north on the mainland of Sommerlund?
- 

Send your answer sheet (including your name, address, age & Kai rank) to: THE LONE WOLF CLUB (Q25), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

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21 August 2009

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